Mines of Titan™

Before You Begin

Please be sure that your **CAPS LOCK** key is in the locked down position.

Copying Your Original Disk

The disk that came in your *Mines of Titan* package is write-protected, and thus you will not be able to save to it. You must make at least one copy of the PLAYER side of the original game disk to use as a PLAYER disk. It's also recommended that you make a backup copy of the GAME side of the original game disk, then put the original in a safe place and use your copies when playing.

You can use any sector copier program to make copies of both the GAME and PLAYER sides of the original disk.

You can use your original *Mines of Titan* disk to make a PLAYER disk. Here's how:

1. Turn off your Apple and all peripherals.

2. Insert your original *Mines of Titan* disk in drive one (**GAME** side up) and turn on your Apple and peripherals. The game will autoboot and display the title page.

3. Press any key when you've finished viewing the title page.

4. When the prompt appears asking if you have two disk drives, answer **Yes** *only* if you have two 5 1/4-inch disk drives. If you have one 5 1/4-inch disk drive and/or one 3 1/2-inch disk drive, answer **No**.

5. Select the option **CREATE A PLAYER DISK** by pressing the up or down arrow keys until the item is highlighted and then pressing **RETURN**. Make sure that the disk you plan to copy to is *not* write-protected.

6. Follow the prompts onscreen until the copy is complete. Label the copy **PLAYER** disk.

Loading the Game

1. Turn off your Apple and all peripherals.

2. Insert your copy of the *Mines of Titan* **GAME** disk into your system's main floppy drive—if you have two drives, also place your **PLAYER** disk in the second drive—and turn on your Apple and peripherals. The game will boot and display the title page.

3. Press any key when you've finished viewing the title page.

4. Select the **NEW GAME** option to start from the beginning—the game will begin shortly. Or select **LOAD A SAVED GAME** to pick up where you left off in an earlier game.

To exit the game, either reboot your computer or shut it off.

Controlling the Game

All *Mines of Titan* commands are executed by means of simple key presses or joystick movements.

When you encounter a menu, move the highlighted bar up and down in the menu using the joystick, up and down arrow keys, or **W** for up and **Z** for down. (You can also use **I** for up and **M** for down). Choose the highlighted selection by pressing the joystick button, the spacebar, or the **RETURN** key. Note that the bar will initially highlight one selection—this is not a hint or a pre-selected choice.

Any **Yes** or **No** menus can be responded to with the **Y** and **N** keys; or by highlighting the appropriate response using the joystick, the left and right arrow keys, or **A** for left and **S** for right, then pressing the joystick button, the spacebar, or **RETURN** key. (You can also use **J** for left and **K** for right.)

As long as you're not in combat and no other menu or window is on the screen, pressing the joystick button, the space bar, or the **RETURN** key will bring up the General Options Menu (described in your *Player's Guide*). Some of the menu items described in the guide may not appear in the Apple II version, and the order of selections may be different from that described in the guide. However, all available options are as they are described in the manual.

When the computer shows you a descriptive passage or an informational display, it will wait for you to examine it. To continue game play, or to go on to the next screen, press any key.

Movement

Depending on your computer, you control your party's movement by key instructions or joystick movements. Joystick movements are as you would expect them to be. From the keyboard, you can use the arrow keys and/or letter keys for movement. Note that movement in cities and on the surface differs from movement in mines and tunnels.

Letter Key/Arrow Key	Movement in Cities and on the Surface	Movement in Caves and Tunnels
W/I/Up	Ahead	Turn/move north
A/J/Left	Turn left	Turn/move west
S/K/Right	Turn right	Turn/move east
Z/M/Down		Turn/move south

Saving and Loading Games

You may save your position in the game to your **PLAYER** disk, or load a previously saved position any time you can access the General Options Menu. You can keep a maximum of five saved games on your **PLAYER** disk.

Saving Your Position

1. Select **Save Game** from the General Options Menu.

2. Choose a save game number from one to five (or **Cancel**). You may wish to jot down a note of your location in each game you save.

3. Follow any prompts to swap disks in and out of the drive (necessary only if you have only one disk drive).

Restoring a Previously Saved Position

1. Select **Load Game** from the General Options Menu.

2. Select the position number which you wish to restore.

3. Follow any prompts to swap disks in and out of the drive if you have a one drive system.

Auto-Map Legend

Mines of Titan includes an auto-mapping feature that creates and updates maps of places you visit. Selecting **View Map** in the General Options Menus brings up this map. To return to the game, press any key.

The auto-maps of cities use letters to differentiate establishments on Titan. The Auto Map Legend can be called up on any computer terminal during the game. The legend includes the key for the letters.

A	Armory	**R**	Repair Shop
B	Bar, Lounge, Restaurant, or Barracks	**S**	Speeder Transport Center
C	Computer Center	**T**	Combat Training Center
D	Personal Development Center	**U**	University
G	Gambling Casino	**W**	War Game Room
H	Hospital	**X**	Exit to Surface
M	Mine Elevator	**?**	Computer Terminal
O	Controller's Office	**!**	Munition Store
P	Police Station		